TO MAKE A SELF-LOADING IBM PC GAME DISK

Follow these procedures to make a game disk which automatically runs when the computer is turned on. Although the disk will hold either 1.1 or 2.0 DOS, you need at least 128K to run the game disk with 2.0 DOS.

2 Disk Drives

1. Put your DOS disk in Drive A and your DLM game disk in Drive B.
2. Turn on the monitor and computer. The screen will ask for date and time.
3. When the "A" prompt appears, type SYS B: and press the enter key. The screen will notify you when the system has been transferred.
4. At the "A" prompt type COPY COMMAND.COM B: and press the enter key.

1 Disk Drive

1. Put the DOS disk in the drive and turn on the monitor and computer. The screen will ask for date and time.
2. When the "A" prompt appears, type SYS B: and press the enter key.
3. Remove the DOS disk, insert the DLM game disk in the drive and press any key.
4. At the "A" prompt, type COPY COMMAND.COM B: and press the enter key.
5. Insert the DOS disk and press any key.
6. Insert the DLM game disk and press any key.

The screen will notify you when the file has been copied and the "A" prompt will appear. To load and run your DLM game disk, make sure it is in Drive A. Turn on your computer and monitor or if your computer is already on, simultaneously press CTRL/ALT/DEL.

Note: When you are sure your game disk will automatically load and run when the computer is turned on, place a write-protect tab over the notch on the disk.

MBX31